EBC

ELECTRO BRAIN CORP.

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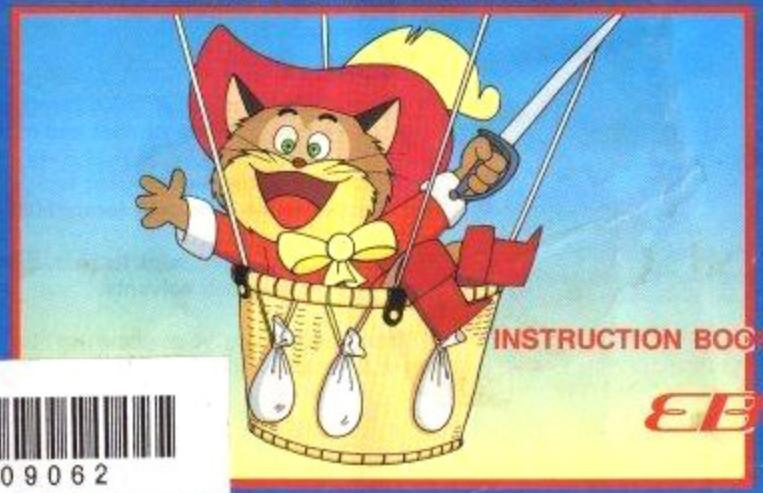
Printed in Japan

NES-UO-USA

PUSS'N BOOTS™

PERO'S GREAT ADVENTURE



INSTRUCTION BOOKLET

EBC

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official Nintendo Seal of Quality

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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Thank you for selecting "PUSS N BOOTS–Pero's Great Adventure–," the exciting new game from ELECTRO BRAIN CORP (EBC).

Please read this instruction booklet carefully to familiarize yourself with the general play of the game, as well as the proper handling of your new game pak. Then keep this instruction booklet handy to use as a reference guide.

PRECAUTIONS

1) Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.

2) Store your game pak at room temperature. Avoid extremely hot or cold temperatures.

3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.

4) Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.

TABLE OF CONTENTS

The Story..... 4

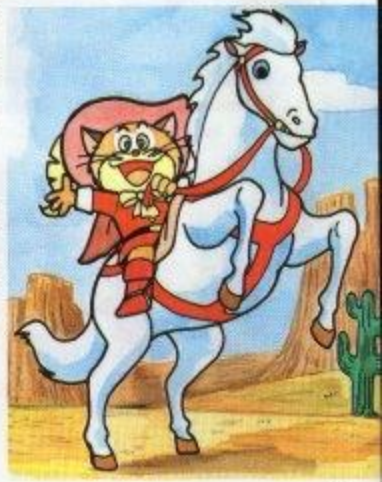
How To Use The Controller 5

Playing The Game..... 6

Weapons..... 7

Explanation Of The Stages..... 8

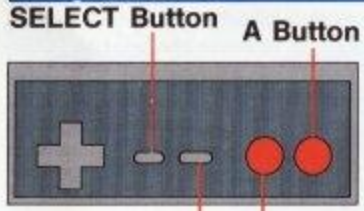
Enemies..... 12



THE STORY

Count Gruemon, a notorious swine, hated mice with a passion. One day, he discovered a mouse in his castle. Frustrated and irate, Count Gruemon ordered Puss N' Boots (Pero) to find and destroy the mouse. However, Pero was a kind-hearted cat and had become friends with the mouse, and so, helped the little creature to escape. In a fit of anger, Count Gruemon, aided by Dr Gari-gari, a fiendish scientist wolf, sent Pero on a perilous time-travel journey around the world and into the past. Now, Pero must locate and defeat Count Gruemon and the mad Dr. Gari-gari, and use their Time Machine to get home—or be stuck in the past forever. To make matters worse, the Cat Kingdom has sent Killers after Pero because he helped a mouse and thereby violated Cat Kingdom Law. Pero must travel to exotic lands and overcome many hazards, but can he defeat the combined might of the diabolical Count Gruemon, Dr Gari-gari, and the Killers.

HOW TO USE THE CONTROLLER



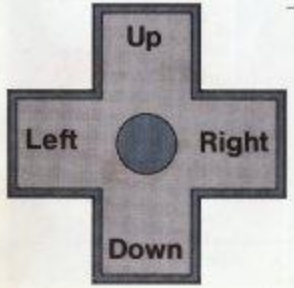
A Button ..... Jump.

B Button ..... Shoots Pero's weapons.

START Button ..... Pauses the game. During the pause, move the flashing mark LEFT or RIGHT with the directional cross to a desired weapon. Pressing B will select the desired weapon and release the pause.

SELECT Button..... Not used.

CONTROL PAD



LEFT ..... Pero moves left.

RIGHT ..... Pero moves right.

UP ..... No movement in some stages. When Pero pilots the ship, submarine, car, airplane, or balloon, press UP to move the craft up.

DOWN ..... Pero will squat down. While Pero is in this position, press B to jump down from a building or ledge.

HOW TO PLAY

During the main title, press START on Controller #1. A map of Pero's journey will appear. Press A to start the game. When all lives are over, the GAME OVER screen will appear. Press A to return to the title screen. Press SELECT to move the boot to "CONTINUE". Press START to return to the map and the stage you left.

GAME PLAY SCREEN

Pero

WEAPONS
Choose from a gun, bombs, or a boomerang.

PERO'S LIVES
Displays number of Pero's remaining lives.

PLAYER'S SCORE
Score display.

PERO'S DAMAGE METER
Displays Pero's remaining energy.

HIGH SCORE
Displays top score.

WEAPONS

MISSILE

Use the missile when moving about in the car, ship, or balloon.

PISTOL

Since the pistol shoots straight, you can depend upon it for accuracy.

MACHINE GUN

The machine gun is the weapon used when flying the airplane.

BOMBS

Bombs are good for rapid shooting with a curve and causing greater damage.

TORPEDO

The submarine has powerful torpedoes to flatten underwater mountains.

BOOMERANG

The boomerang is effective because it can hit an enemy on its return to you.

ITEMS

BOOTS

500 Points

Make Pero temporarily invincible.

HAMBURGER

500 Points

Restores Pero's energy.

POUCH

1000 ~ 3000

Earns Pero big points.

PERO MARKS

100/1-Up

Earns Pero an extra life.

STAGE 1 THE WEST

You'll dismount your horse to wander on foot. Avoid some bad desperados, varmints, and objects by jumping to the tops of buildings.

STAGE 2 THE OCEAN

Travel the vast ocean by ship and submarine. Beware of enemy ships, sharks, and the Giant Seaflower. Mecha-Frog awaits you at the end of this stage.

SHIP

SUBMARINE

Watch out for enemies above and below the water as you captain your great ship first and then your mighty submarine.

Mecha-Frog, the huge robot frog, is a fearsome metal giant who will spew forth many little energy-draining frogs at you. Ribbit!

STAGE 3 ARABIA

The only way to cross the hot, dry desert is by car. But, look out for Dr. Gari-gari's attacking airship.

Get a free life (1-UP) by getting the "Pero symbol" in this stage.

STAGE 4 SPACE WARS

Take to the skies in Pero's powerfully fast airplane. Be ready to shoot attacking bats and objects that cross your flight path.

Steer clear of the lightning bolts.

The UFO is very strong and quick, so shoot fast!

STAGE 5 LONDON

Move about London on foot as you did in the West. The Killers from the Cat Kingdom are on the loose, so be alert for an attack! Inside, move through the dangerous Conveyer Belts and Pistons. "Me-owch!"

The Killer Cats are fast, so be ready.

The terrible towering Giant Demon stands guard at the end of this leg of Pero's journey! Avoid his huge sword.

STAGE 6 LIBERTY

Soar the unfriendly the skies once more, but this time in a beautiful balloon. Flying is more difficult as clouds block your view.

Fire missiles at the enemy balloon to bring it down.

STAGE 7 NEW YORK

Move about on foot through the complex maze of rooms and stairways. In this final stage, Pero will meet a Giant Snake, and Dr. Gari-gari and the diabolical Count Gruemon!

Try to keep track as you move through the series of rooms, stairways, pipes, and secret passages. Watch out for the Killers from the Cat Kingdom.

The slithering Giant Snake seems to be all over the entire room at once. Be quick to jump out of his path.

In the last room, Dr. Gari-gari and Count Gruemon will appear. They are powerful and quick, and are bent on having their revenge on Pero! Defeating Dr. Gari-gari gives you 3000 points!

Overcoming the treacherous Count Gruemon earns you 5000 points and wins the game! Can you escape their evil clutches and overcome their combined might to return Pero to the present?!!

ENEMIES

HORSESHOE	BARREL	WHEEL	SHOOTING STAR	SHARK
100 points	100 points	100 points	100 points	100 points
LITTLE BAT	**THUNDER**	**STONE**	**PIRATE SHIP**	**BOUNDING BALL**
100 points	100 points	100 points	200 points	200 points

ENEMIES

KILLERS (A,B,C)	GIANT SEAFLOWER	U.F.O.	PIRANHA	JELLYFISH
A-500;B-300;C-100	200 points	200 points	300 points	300 points
BUZZARD	**BALLOON**	**MOLE MACHINE**	**SUBMARINE**	**AIRPLANE**
500 points	1000 points	1000 points	2000 points	2000 points

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

EBC, Inc. warrants to the original purchaser of this EBC software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EBC software program is sold "as is," without express or implied warranty of any kind, and EBC is not liable for any losses or damages of any kind resulting from use of this program.

EBC agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EBC software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the EBC Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EBC software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EBC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EBC BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EBC SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.